

SEGA™



SEGA SATURN™

MARVEL
COMICS

MARVEL SUPER HEROES



CAPCOM®

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.



T-1214H

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting MARVEL SUPER HEROES™, CAPCOM'S hit arcade game for the Sega Saturn. CAPCOM ENTERTAINMENT is proud to bring you this thrilling new addition to your video game library.

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth-wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

CAPCOM HINT LINE

Hints are available:

1-900-680-CLUE (1-900-680-2583)

\$.99 per minute for 24-hr. pre-recorded information. \$1.25 per minute for live Game Counselor assistance. From Canada: 1-900-677-2272 (\$1.25 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday-Friday 8:00 a.m. - 5:00 p.m. Pacific Standard Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

CAPCOM ON-LINE

<http://www.capcom.com>

CompuServe users, select Go. . .
then type: capcom

Visit our website to see all the great new CAPCOM products or to play certain games on-line! Or just e-mail us for help or to find out what's new at CAPCOM!

CAPCOM®

CAPCOM ENTERTAINMENT, INC.

475 Oakmead Parkway
Sunnyvale, CA 94086

MARVEL COMICS, MARVEL SUPER HEROES and the distinctive likenesses thereof are trademarks of Marvel Characters, Inc., and are used with permission. Copyright © 1997 Marvel Characters, Inc. This video game is produced under license from Marvel Characters, Inc. All Rights Reserved. © CAPCOM CO., LTD. 1997 © CAPCOM U.S.A. INC. 1997 ALL RIGHTS RESERVED. CAPCOM is a registered trademark of CAPCOM CO., LTD. QSound Technology is protected by U.S. Patent Nos. 5,105,462 and 5,208,860 and numerous foreign patents. QSound, Virtual Audio and the QSound logos are trademarks of QSound Labs. Security Program © SEGA 1994 All Rights Reserved. Sega and Saturn are trademarks of Sega Enterprises, Ltd. This game is licensed for use with the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. Made and printed in the U.S.A. All Rights Reserved.

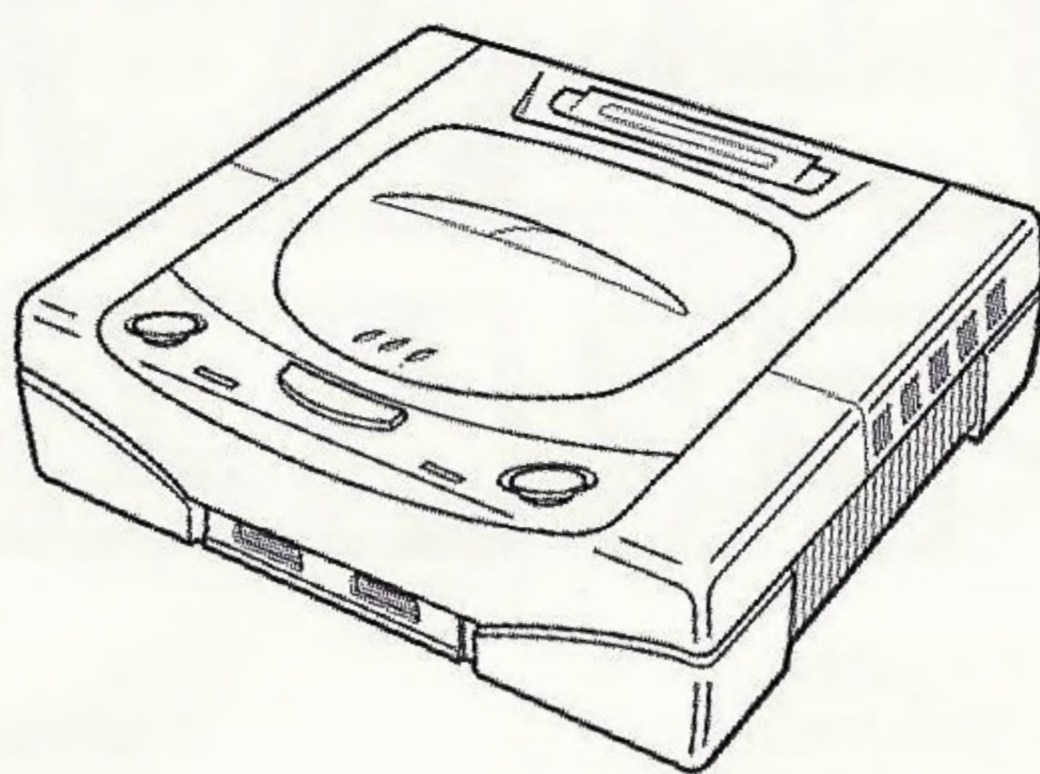
Manual-Corey Tresidder; Translation-Robert Johnson, Hanako Watanabe; Creative Services-Corey Tresidder; Product Marketing Manager-Todd Thorson; Package and Manual Design-Michi Morita; Special Thanks to Robert Lindsey, Marvel Characters Inc., Lisa Leatherman, Dana Moreshead, Tom Shiraiwa, Ron Zaragoza, Lesli Howard, Kathy Progar and Nate McIlvain Williams



MARVEL SUPER HEROES™

- CONTENTS -

<i>Table of Contents.....</i>	<i>1</i>
<i>Game Set Up.....</i>	<i>2</i>
<i>Basic Controls.....</i>	<i>3</i>
<i>Game Modes.....</i>	<i>4</i>
<i>Option Mode.....</i>	<i>5</i>
<i>Backup Data.....</i>	<i>5</i>
<i>The Infinity Gems.....</i>	<i>6</i>
<i>Marvel Super Heroes.....</i>	<i>7</i>
<i>Warranty.....</i>	<i>17</i>



Set up your Sega Saturn game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **MARVEL SUPER HEROES** disc and close the disc cover. Insert the game controllers and turn on the Sega Saturn game console. Follow the on-screen instructions to start a game.



BASIC CONTROLS

BUTTON

START BUTTON

DIRECTIONAL BUTTON

A or C BUTTON

START, A, B and C BUTTON
simultaneously

FUNCTION

STARTS GAME

PAUSES GAME

JOINS IN FOR SECOND
PLAYER

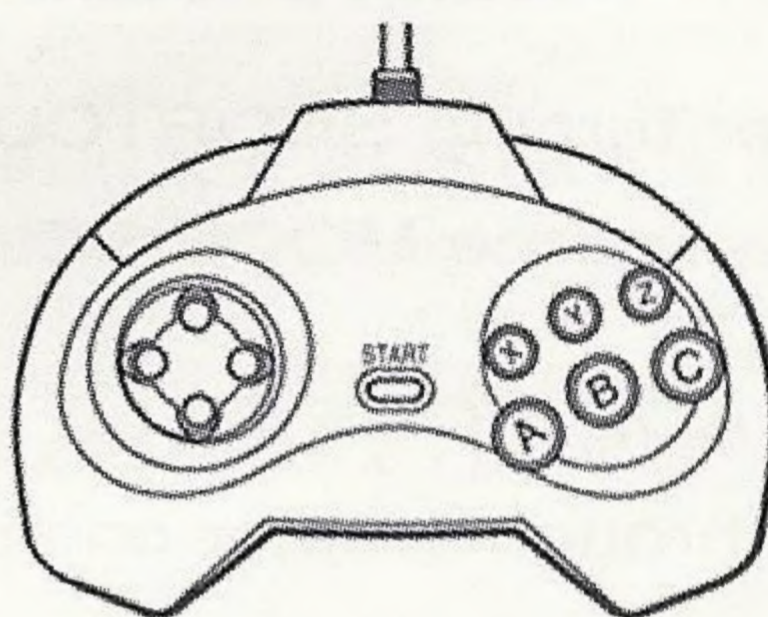
SELECTS GAME MODE
(See Title Screen)

CHANGES SETTINGS
(See Option Mode)

MOVES CHARACTER

SELECT MENU ITEM

RESETS GAME



GENERAL MOVES

HIGH JUMP: Press Directional Button ↓ then ↑ quickly.

BLOCK/AIR BLOCK: Press Directional Button away from opponent. You can even block in mid-air.

GRAB/THROW: Press Directional Button toward opponent, then press either Medium Punch, Medium Kick, Hard Punch or Hard Kick button. Some characters may be able to execute a grab or throw move automatically.

BACKWARD ROLL: ↓ ↘ → + AP

INFINITY COUNTER: When you block your opponent's attack, press the Directional Buttons ← ↙ ↓ in a smooth motion, then press a Punch or Kick button. This will perform an Infinity Counter attack, which is a quick counter move against your vulnerable opponent. Infinity Counters consume 1 level on your Infinity Combo gauge.

RECOVERY/ESCAPE: You can recover from dizziness more quickly by pressing back and forth on the control pad and by pressing the attack buttons rapidly. You can escape grab moves in this manner as well.

TAUNT: You can taunt your opponent by pressing the Directional Button ↓ ↓ then press L and R Buttons simultaneously

GAME MODES

MODE SELECT There are 2 modes of play and 2 set up modes for MARVEL SUPER HEROES. See the following sections for descriptions of these modes.

To adjust your button configuration during gameplay, press the **START** button to pause the game. Then press any button to bring up the pause menu. Select KEY CONFIG from the menu to adjust your buttons, then EXIT when you are finished. When configuring your buttons, use the Directional Button to highlight the function, then press the button you want to perform that function.

(Note: Turning SHORTCUT to “on” in the OPTION MODE bypasses the MODE SELECT screen. See page 6 for more)

ARCADE MODE Select a Marvel character and fight your way through 8 other computer-controlled characters. This is a one-player game, but a second player can join in at any time. Press the **START** button on the opposite controller to join in. The character select screen will appear.

From the title screen, press **START** to see the MODE SELECT menu. Use the Directional Button to highlight this mode, then press the **START** button to select it. You will then see the character select screen. Use the Directional Button to highlight a character, then press **START** to select it. Then use the Directional Button to highlight either NORMAL or TURBO speed mode, then press **START** to select it and begin the match.

VS. MODE is the classic 2-player contest. Use the Directional Button to highlight this from the MODE SELECT screen and press **START** to select it. You will then be presented with the character select screen. Select a character and game in the same manner as the ARCADE mode.

OPTION MODE

To adjust the options in your game, from the MARVEL SUPER HEROES title screen, use the Directional Button to highlight **OPTION** and press the **START** button. Highlight one of the following by pressing the Directional Button **↑** or **↓** then change the option by pressing the Directional Button **←** or **→** :

DIFFICULTY There are 8 levels of difficulty available for ARCADE MODE. Adjust the number of stars for the difficulty from 1-8 (Low to High).

TIME LIMIT You can set the time limit to ON or OFF.

ROUNDS You can adjust the number of rounds per match.

TURBO SPEED You can adjust the game speed.
There are 2 levels of TURBO speed.

SHORTCUT Set this to "on" and you can bypass the
MODE SELECT screen in ARCADE MODE and
jump right to the character select screen.

SOUND Adjust the sound on your game for stereo or
monaural sound, depending on the capabilities of
your sound system.

KEY CONFIGURATION

You can choose any button for your punch/kick functions.

PANEL

You can turn your character's on-screen face panel on or off.

When finished, return to the MODE SELECT screen by highlighting **EXIT** and press the **START** or **X** button

BACKUP DATA

SAVE DATA

This allows you to save your game data to your Saturn built-in memory. **HIGH SCORE** and **OPTION MODE** settings will be saved.




To save your game, select **BACKUP** from the **MODE SELECT** screen. Then highlight **SAVE DATA** and press **START**, **A** or **C** to select **SAVE**. Your game will automatically save your settings. Follow the on-screen instructions to return to the **OPTION MODE**.

LOAD DATA

After saving to memory, you can **LOAD** your settings and play with those settings intact. Select **BACKUP** from the **MODE SELECT** screen. Highlight **LOAD** and press **START**, **A** or **C** to select it. Your saved data will automatically load. Follow the on-screen instructions to return to the **MODE SELECT** screen.

THE INFINITY GEMS

Draw on the power of the Infinity Gems and battle Thanos to the end! Depending on how successful your attacks are, you can grab gems from your opponent and add them to your arsenal. The gems you possess will appear below your character. Press the **L** and **R** Buttons simultaneously to change the gem you want to use, then activate the gem:

Press the Directional Button    then press **3P**

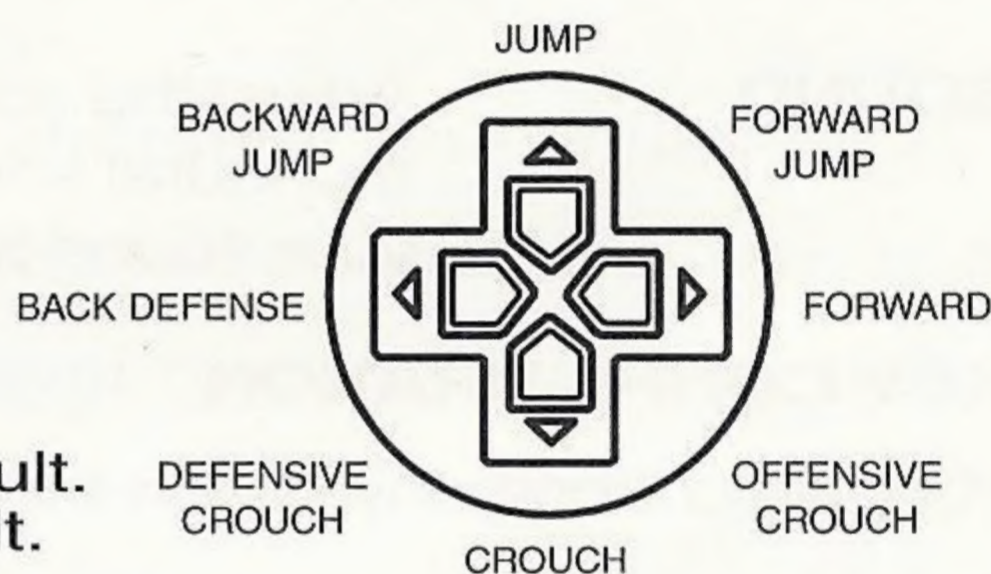
The gem power will last for only a short time.

- Power** - Increase the strength of your attack
- Time** - Increases your character's speed
- Space** - Increases defensive power
- Mind** - Recovers energy for the Infinity Combo Gauge
- Soul** - Recovers energy for your Health Gauge
- Reality** - Enhances your character with fantastic new powers

The following pages describe each Marvel Hero and Villain as well as a short description of their special moves beyond the basic punches and kicks. The moves are described in this manner:

The directions you need to press the Directional Button to perform the move are described first (moves must be done in a smooth, quick motion). Following the move is the list of Punch or Kick buttons you must press to perform the move.

- Key =**
- AP** - Any Punch button
 - AK** - Any Kick button
 - LP** - Light Punch button
 - MP** - Medium Punch button
 - HP** - Hard Punch button
 - LK** - Light Kick button
 - MK** - Medium Kick button
 - HK** - Hard Kick button
 - 2P** - Any 2 Punch buttons simult.
 - 3P** - All 3 Punch buttons simult.
 - 2K** - Any 2 Kick buttons simult.
 - 3K** - All 3 Kick buttons simult.



Note: The diagrams show the Directional Button motions for a character facing right. The controls are reversed when facing left.

MARVEL SUPER HEROES CONTROLS

- | | |
|-----------------------------|---|
| X BUTTON | LIGHT PUNCH (JAB) |
| Y BUTTON | MEDIUM PUNCH |
| Z BUTTON | HARD PUNCH (FIERCE) |
| A BUTTON (SHORT) | LIGHT KICK |
| B BUTTON | MEDIUM KICK |
| C BUTTON | HARD KICK (ROUNDHOUSE) |
| L BUTTON | 3 PUNCH BUTTONS SIMULTANEOUSLY (See Infinity Specials) |
| R BUTTON | 3 KICK BUTTONS SIMULTANEOUSLY (See Infinity Specials) |
| L + R SIMULTANEOUSLY | SELECTS GEM |

BLACKHEART™

THE SON OF MEPHISTO, *BLACKHEART* ONCE OPPOSED HIS FATHER, AND AS A RESULT HAD HIS SANITY TAKEN AWAY AND WAS BANISHED FROM THE UNDERWORLD. NOW HE CONSPIRES TO TAKE OVER HADES BY ANY MEANS POSSIBLE.



SPECIAL MOVES

DARK THUNDER

← ↙ ↓ ↘ → + AP

INFERNO

→ ↘ ↓ ↙ ← + AP

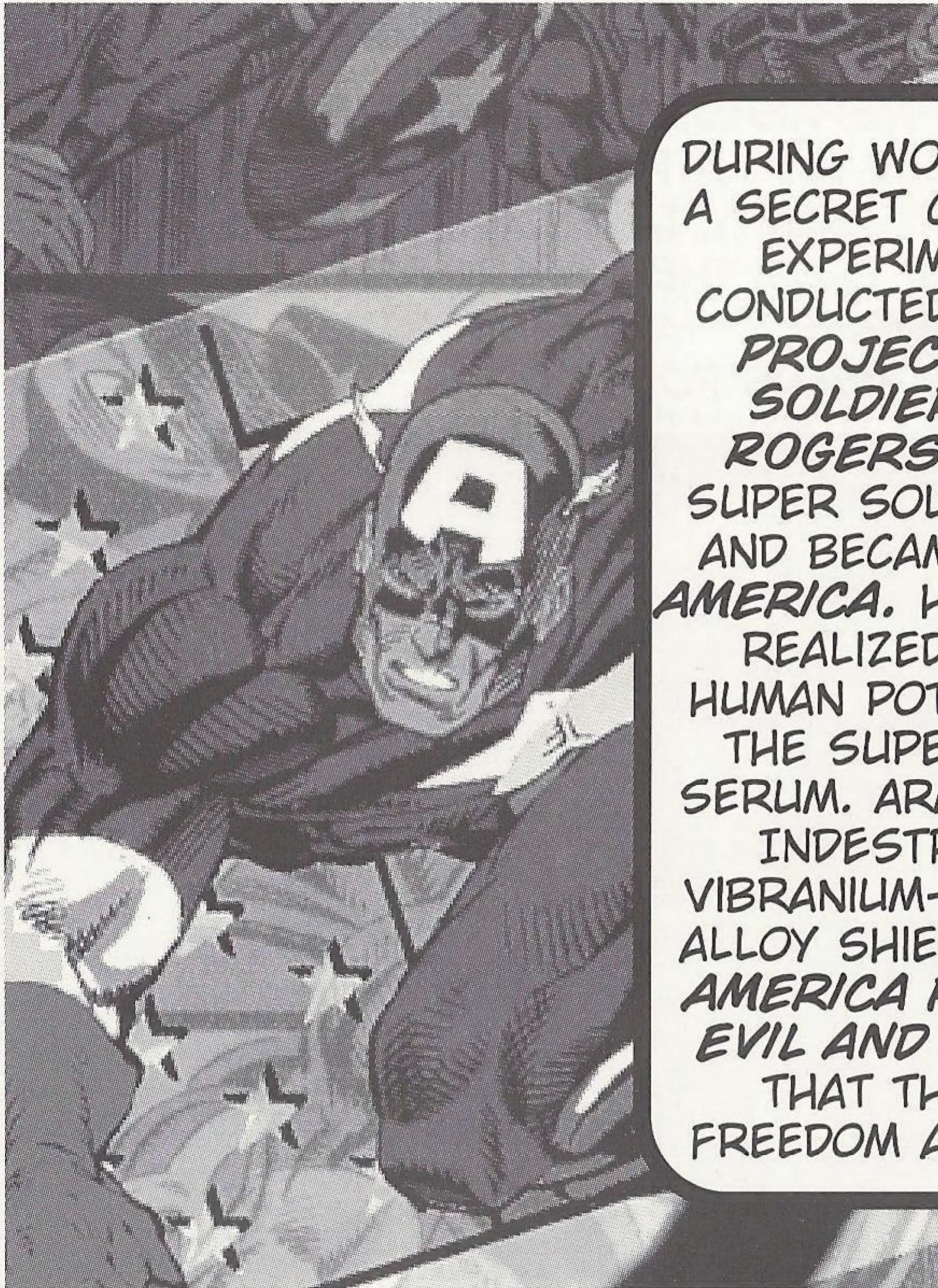
AIR THROW JUMP, THEN HOLD ↑ + MP OR HP

INFINITY SPECIAL

ARMAGEDDON

↓ ↘ → + 3P

CAPTAIN AMERICA™



DURING WORLD WAR II, A SECRET GOVERNMENT EXPERIMENT WAS CONDUCTED KNOWN AS **PROJECT: SUPER SOLDIER**. **STEVE ROGERS** TOOK THE SUPER SOLDIER SERUM AND BECAME **CAPTAIN AMERICA**. HE HAS SINCE REALIZED HIS FULL HUMAN POTENTIAL WITH THE SUPER SOLDIER SERUM. ARMED WITH AN INDESTRUCTIBLE VIBRANIUM-ADAMANTIUM ALLOY SHIELD, **CAPTAIN AMERICA FIGHTS THE EVIL AND INJUSTICE** THAT THREATENS FREEDOM AND LIBERTY.

SPECIAL MOVES

SHIELD SLASH

↓ ↘ → + AP

STARS AND STRIPES

→ ↓ ↘ + AP

CHARGING STAR

← ↙ ↓ ↘ → + AP

INFINITY SPECIAL

FINAL JUSTICE

↓ ↘ → + 3P

THE INCREDIBLE HULK™

DR. ROBERT BRUCE BANNER WAS IN CHARGE OF A GAMMA RADIATION EXPERIMENT. A TEENAGER WANDERED INTO THE TEST AREA AS THE GAMMA BOMB WAS ABOUT TO **EXPLODE**. BANNER JUMPED IN AND SAVED THE BOY, BUT WAS FLOODED WITH RADIATION HIMSELF. NOW BANNER HAS THE ABILITY TO CHANGE INTO THE INCREDIBLY STRONG JADE GIANT KNOWN AS - **THE INCREDIBLE HULK**.

SPECIAL MOVES

GAMMA CHARGE HOLD ← FOR 2 SEC. THEN → + AK

GAMMA THROW → ↘ ↓ ↙ ← + AP

GAMMA SLAM ← ↙ ↓ ↘ → + AP

INFINITY SPECIAL

GAMMA CRUSH ↓ ↘ → + 3P

IRON MAN™



WHILE TESTING A SECRET WEAPON IN SOUTHEAST ASIA, INDUSTRIAL GENIUS **TONY STARK** WAS INJURED AND SUBSEQUENTLY CAPTURED. IN EXCHANGE FOR HIS WEAPON TECHNOLOGY, HIS CAPTORS OFFERED TO NURSE HIM BACK TO HEALTH. STARK RELUCTANTLY AGREED, BUT HE SECRETLY HAD A PLAN. HE BUILT **LIFE-SUSTAINING ARMOR** AND EQUIPPED HIMSELF IN IT. IT ALLOWED HIM TO ESCAPE HIS CAPTORS AND RETURN HOME. STARK HAS MODIFIED THE ORIGINAL ARMOR DESIGN, EXPANDING IT'S DEFENSIVE AND OFFENSIVE CAPABILITIES AND NOW HE USES HIS POWER TO BATTLE ANY FORCE THAT THREATENS THE SECURITY OF AMERICA OR THE WORLD.

SPECIAL MOVES

UNI-BEAM

← ↙ ↓ ↘ → + AP

REPU LSOR BLAST

→ ↘ ↓ ↙ ← + AP

SMART BOMB

(LP + LK), (MP + MK) OR (HP + HK)

INFINITY SPECIAL

PROTON CANNON

↓ ↘ → + 3P

JUGGERNAUT™

WHEN *CAIN MARKO* ENTERED THE SECRET TEMPLE OF CYTTORAK, HE HAD NO IDEA HE WOULD EMERGE AS AN **UNSTOPPABLE FORCE OF EVIL!** GRABBING THE RUBY OF CYTTORAK, MARKO WAS TRANSFORMED INTO THE **JUGGERNAUT**, ARCHFOE OF THE X-MEN!



SPECIAL MOVES

EARTHQUAKE PUNCH

→ ↘ ↓ + AP

JUGGERNAUT PUNCH

← ↙ ↓ ↘ → + AP

JUGGERNAUT BODY PRESS


→ ↘ ↓ ↙ ← + AK

INFINITY SPECIAL

JUGGERNAUT HEAD CRUSH

↓ ↘ → + 3P

MAGNETO™



THE MASTER OF MAGNETISM, ERIK MAGNUS LEHNSHERR WILL STOP AT NOTHING TO SEE HIS DREAM OF MUTANT DOMINATION OVER THE WORLD REALIZED! AT ONE TIME A CLOSE FRIEND OF PROFESSOR X, LEHNSHERR NOW HIDES HIS FEATURES BEHIND THE FEARSOME HELMET OF **MAGNETO**. THE MASTER OF MAGNETISM IS THE ENEMY OF THE **X-MEN**, AND IS ONE OF THE MOST FEARED VILLAINS IN THE MARVEL UNIVERSE.

SPECIAL MOVES

E-M DISRUPTOR

← ↙ ↓ ↘ → + AP

HYPER GRAVITATION

→ ↘ ↓ ↙ ← + AK

MAGNETIC BLAST

WHEN IN AIR, ↑ ↗ → + AP

INFINITY SPECIAL

MAGNETIC SHOCKWAVE

↓ ↘ → + 3P

PSYLOCKE™



ELIZABETH BRADDOCK USES HER MARTIAL ARTS SKILLS AND **MUTANT TELEPATHIC POWERS** AS A MEMBER OF THE **X-MEN!** HER "**PSYCHIC KNIFE**," MANIFESTED AS A GLOWING BLADE OF ENERGY FROM HER HAND CAN STOP ANY FOE IN THEIR TRACKS!



SPECIAL MOVES

PSI-BLAST

↓ ↘ → + AP

PSI-BLADE SPIN

→ ↘ ↓ + AK

NINJITSU → ↘ ↓ ↙ ← + (LP+LK), (MP+MK) OR (HP+HK)

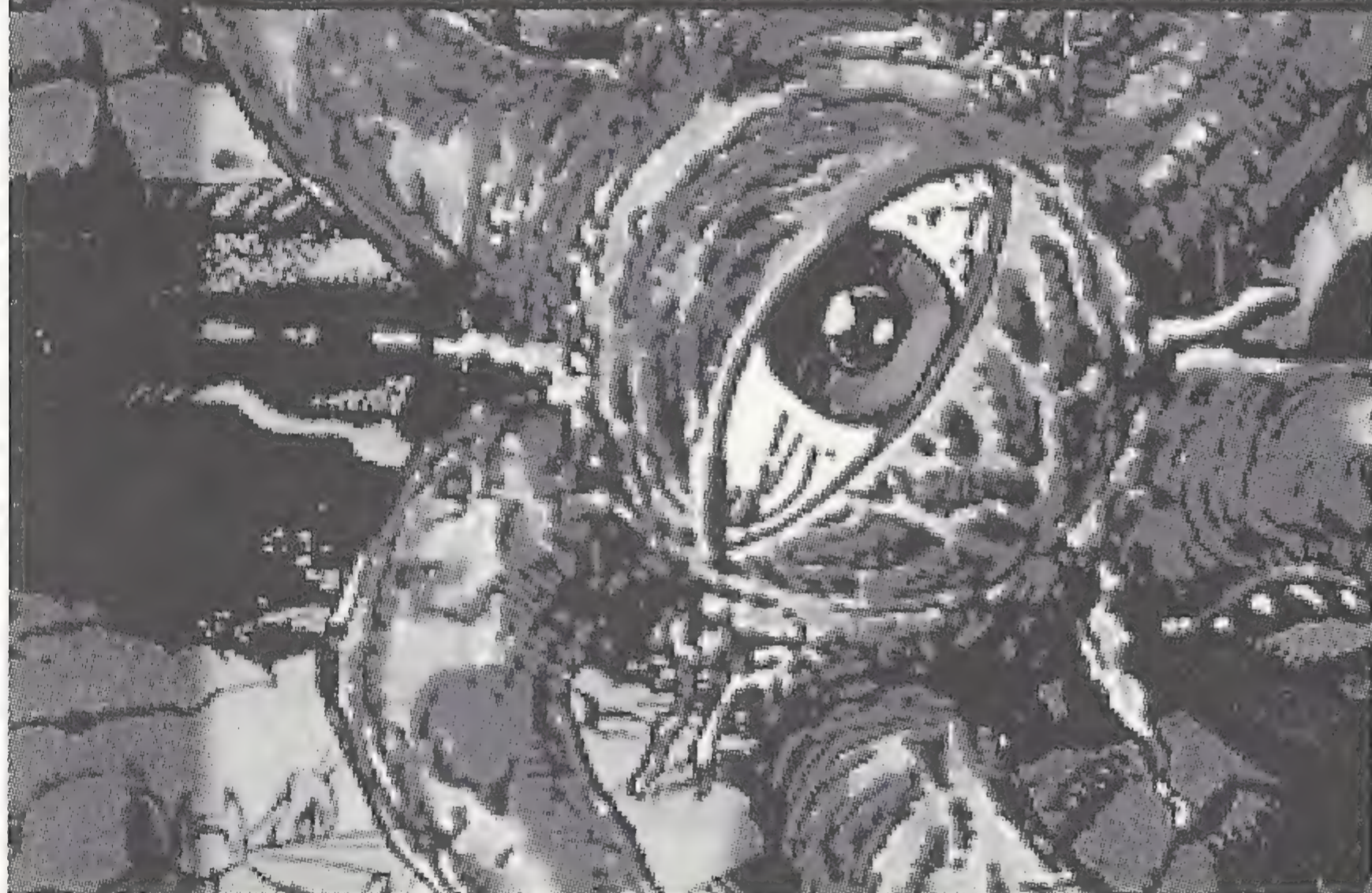
INFINITY SPECIAL

PSI-MAELSTROM

↓ ↘ → + 3K

SHUMA-GORATH™

SHUMA-GORATH IS THE MANIFESTATION OF THE *ANCIENT ONE'S* DARK SIDE. IT POSSESSES ALL OF THE *ANCIENT ONE'S* ABILITIES AND IS THE LIVING EMBODIMENT OF EVIL. NOT MUCH ELSE IS KNOWN ABOUT THIS CREATURE EXCEPT THAT IT STRIVES TO DESTROY ALL LIVING THINGS IN THE UNIVERSE. WHEN FACED WITH ANOTHER CREATURE, IT WILL CHANGE FORM TO APPEAR AS THAT BEING'S WORST NIGHTMARE.



SPECIAL MOVES

MYSTIC STARE HOLD ← FOR 2 SEC. THEN → + AP

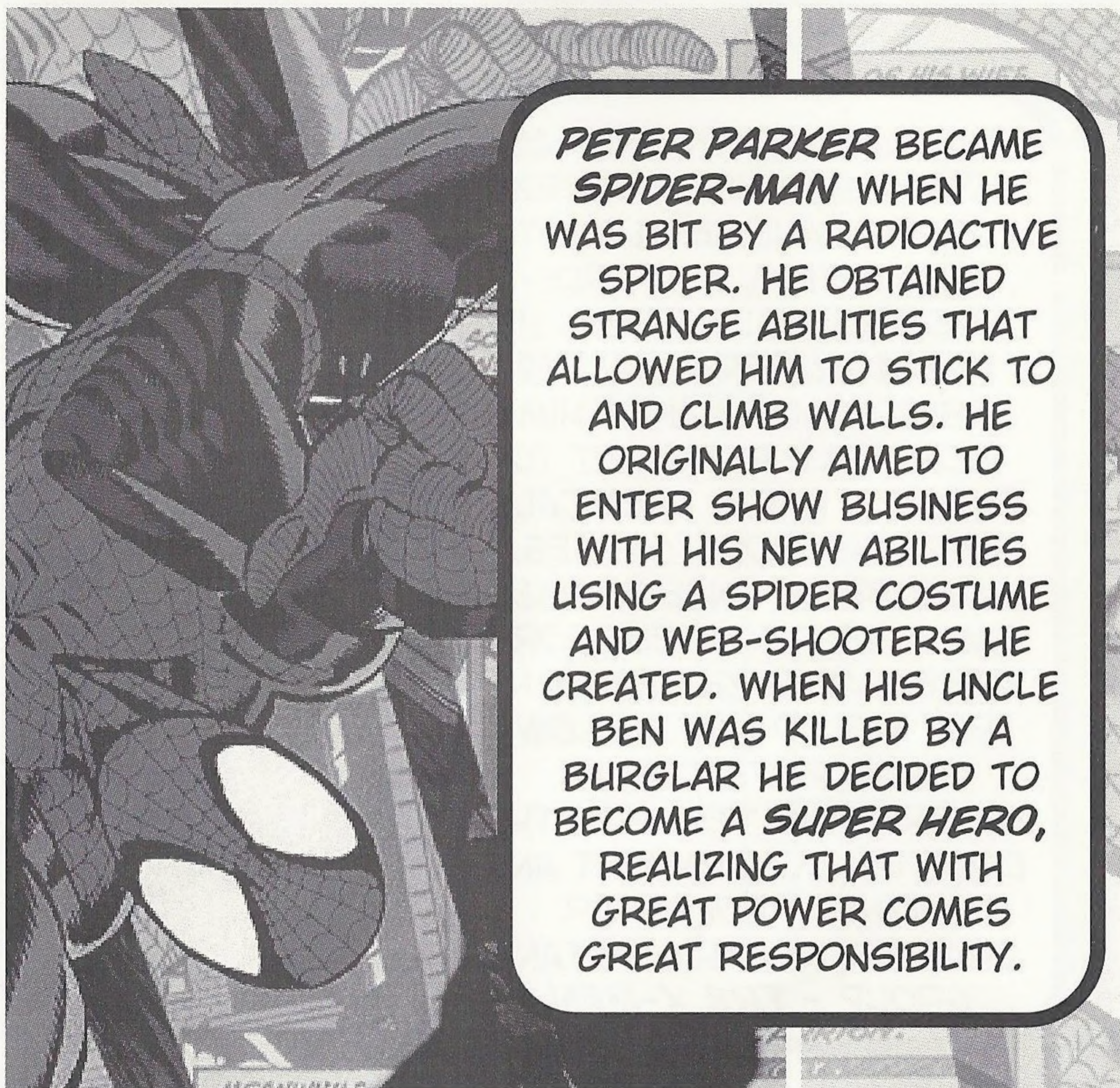
MYSTIC SMASH HOLD ← FOR 2 SEC. THEN → + AK

DEVITALIZATION ← ↙ ↓ ↘ → + AK

INFINITY SPECIAL

CHAOS DIMENSION ↓ ↘ → + 3P

SPIDER-MAN™



PETER PARKER BECAME SPIDER-MAN WHEN HE WAS BIT BY A RADIOACTIVE SPIDER. HE OBTAINED STRANGE ABILITIES THAT ALLOWED HIM TO STICK TO AND CLIMB WALLS. HE ORIGINALLY AIMED TO ENTER SHOW BUSINESS WITH HIS NEW ABILITIES USING A SPIDER COSTUME AND WEB-SHOOTERS HE CREATED. WHEN HIS UNCLE BEN WAS KILLED BY A BURGLAR HE DECIDED TO BECOME A **SUPER HERO**, REALIZING THAT WITH GREAT POWER COMES GREAT RESPONSIBILITY.

SPECIAL MOVES

WEB BALL

→ ↘ ↓ + AP

SPIDER STING

→ ↘ ↓ + AP

WEB STING

↓ ↙ ← + K

INFINITY SPECIAL

MAXIMUM SPIDER

↓ ↘ → + 3P

WOLVERINE™

THE MAN KNOWN ONLY AS **LOGAN** HAD HIS SKELETON FORCIBLY AUGMENTED WITH ADAMANTIUM, A NEARLY-INDESTRUCTIBLE METAL. HE HAS A **SUPER-HEALING** ABILITY THAT MAKES HIM INCREDIBLY RESISTANT TO PHYSICAL HARM, CHEMICALS AND POISONOUS GASSES. **WOLVERINE** ONCE WORKED AS A SECRET AGENT FOR THE CANADIAN GOVERNMENT BUT WOULD NOT FOLLOW THEIR PROTOCOL. HE SEVERED HIS TIES WITH THE CANADIAN GOVERNMENT AND JOINED PROFESSOR CHARLES XAVIER'S MUTANT GROUP - **THE X-MEN**.



SPECIAL MOVES

DRILL CLAW PRESS D-BUTTON ANY DIRECTION, THEN PRESS SAME STRENGTH AP+AK SIMULTANEOUSLY (LP+LK) (MP+MK) (HP+HK)

TORNADO CLAW

→ ↓ ↘ + AP

BERZERKER BARRAGE

↓ ↘ → + AP

INFINITY SPECIAL

BERZERKER BARRAGE X

↓ ↘ → + 3P



CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway, Sunnyvale, CA 94086

90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this Saturn CD-ROM ("CD-ROM") from CAPCOM shall be free from defects in material and workman-ship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the CD-ROM free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the game to CAPCOM. Simply return the entire CD-ROM freight prepaid at your own risk of damage or delivery. We recommend sending your CD-ROM certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94086

This warranty shall not apply if the CD-ROM has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the CD-ROM develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the game to CAPCOM. Simply return the entire CD-ROM freight prepaid at your own risk of damage or delivery to CAPCOM, enclosing a check or money for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your CD-ROM certified mail. CAPCOM will replace the CD-ROM, subject to the conditions above. If replacement CD-ROMs are not available, the defective product will be returned to you and the \$20.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state or province to province.

Patents: U.S. Nos. 4,442,486/4,454,494/4,462,076/5,371,792; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; U.K. No. 1,607,029.



MARVEL SUPER
HEROES-SATURN

MARVEL
COMICS

MARVEL SUPER HEROES™

MARVEL SUPER HEROES™
The Official Strategy Guide by

GAMEFAN
BOOKS™

For ordering information call (408) 774-0400.

MARVEL, MARVEL SUPER HEROES and the distinctive likenesses thereof are trademarks of Marvel Characters, Inc., and are used with permission. Copyright © 1997 Marvel Characters, Inc. This video game is produced under license from Marvel Characters, Inc. All Rights Reserved. © CAPCOM CO., LTD. 1997 ALL RIGHTS RESERVED. CAPCOM is a registered trademark of CAPCOM CO., LTD. QSound Technology is protected by U.S. Patent Nos. 5,105,462 and 5,208,860 and numerous foreign patents. QSound, Virtual Audio and the QSound logos are trademarks of QSound Labs. Sega is registered in the U.S. Patent and Trademark Office. Sega Saturn is a trademark of SEGA. This game is licensed by Sega for home play on the Sega Saturn system only. Copying and/or transmission of this game is strictly prohibited. Unauthorized rental or public performance of this game is a violation of applicable laws. ©1997 SEGA, P.O. Box 8097, Redwood City, CA 94063. Made in Japan and printed in the U.S.A. All rights reserved.